HI TECH EXPRESSIONS

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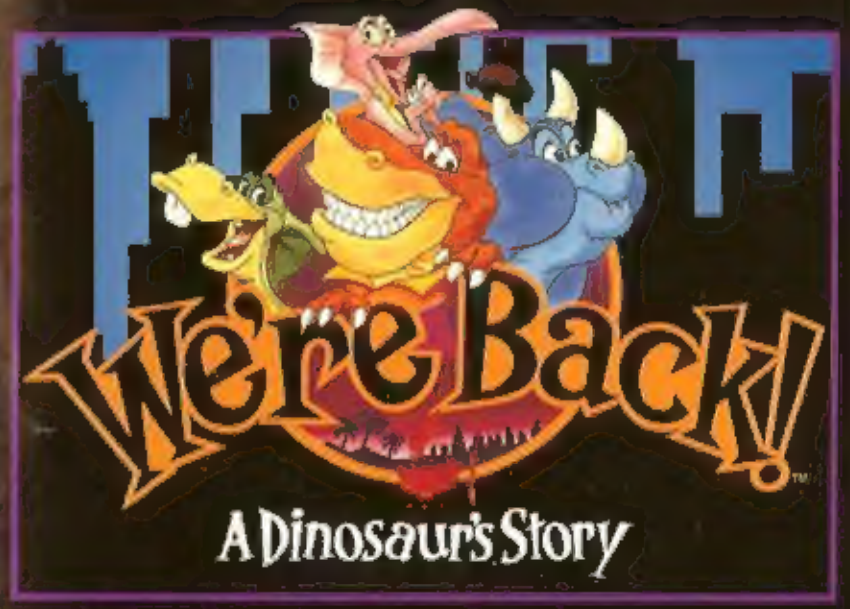

HI TECH EXPRESSIONS

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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We're Back! A Dinosaur's Story

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We're Back! A Dinosaur's Story

INSTRUCTION MANUAL
by T. Rex

An Introduction From the Star and Author

Hi there! I bet you're wondering what a dinosaur is doing writing a manual to a videogame.

Well, I'll tell you.

See, I'm smart. I wasn't always smart though. A long time ago I was ten tons of stupid dinosaur with a bad attitude and a temper!
A real terror!

It's just my good fortune that one day an inventor from the future (a gentleman by the name of NewEyes) decided to test market his new product on the good dinosaurs of Earth.
The stuff they gave us—Brian Grain™ brand cereal—smartened us up and mellowed us out.

Now it seems you kids in the future have developed quite a fan club for us dinosaurs, so thanks to Captain NewEyes' time traveling, we were able to make it here to see you all!

Our first friends were Louie and Cecilia, two brave New York kids who had run away from home. Together we were to seek out Dr. Juliet Bleeb at the Museum of Natural History.

But NewEyes' evil brother, the dastardly Professor ScrewEyes, had terrible plans for us. He thought he could turn us into some kind of circus attraction and make us all dumb and angry again with his Brain Drain formula. To lure us in, he kidnapped Louie and Cecilia! Now it's up to me, Rex, and my buddies, Dweeb, Woog and Elsa, to find and rescue them!

But we'll need your help!

How To Get Up and Stomping

Insert your SNES game pak into the SNES controller deck. The title screen will appear and you will be able to select one player, two players or the options mode.

Use the control pad to highlight your choice and press START to select.

Pretty simple, huh?

Two Player Game

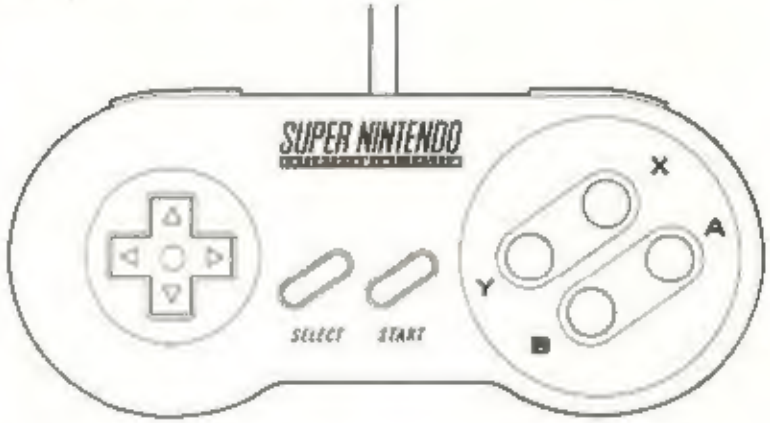
In the two player mode, players take turns controlling their own Rex (that's me). Control switches to the other player when I lose a chance (I won't say life. It's in my contract that I don't lose lives in this game).

Options Mode

Here you can reconfigure your buttons to suit your personal preference.

But wait! There's more! You can also adjust the difficulty level to easy or hard depending on how much of a challenge you want.

The Controls *(Or, How To Stomp Your Way Through New York On Less Than 10 Button Presses A Day)*



START Button

Hey, it starts the game! What else can I say? Oh, it also pauses the game action, and if you press down on the control pad when you're paused you'll see my nifty status bar. ***I'll explain that later.***

SELECT Button

You will see a list of my buddies appear when you press the SELECT button. Use the control pad to highlight whom you need to help and press SELECT again to choose the selection. Voila! Whomever you choose will appear out of nowhere to help you out. ***I'll tell you more later.***

Control Pad
Move me left, move me right, move me anyway you like. Press down and I duck.

B Button
Press this button and I'll jump higher than any plumber you've ever seen!

Y Button
If you really want to see me move, press and hold this button down while holding the control pad in the direction you want to run.

A Button
Press this button and I'll toss a small boulder at oncoming unfriendlies.

X Button
If you've collected enough Brain Grain™ formula you'll be able to use my mighty tail swipe with this button.

If you have collected even more Brain Grain™ you'll be able to use my patented Thunder Stomp which will cause all hostiles on screen to vanish in a cloud of dust.

The Screen and What's On It

At the top of the game screen you'll always see the menu bar. ***I don't know why it's called that... there's no food on it!***

On the left side is a picture of me (not a bad looking picture if I do say so myself), and a number which tells you how many chances you have left.

On the right side is a red meter which shows how much health I have remaining. Don't let this run out or you will lose a chance!

In the middle is the score. Don't forget that!

Now as I said before, when you push START to pause the game, then press down the control pad, you'll see my status screen. This consists of a meter which will fill up as I collect Brain Grain™ formula. When the red hits **TAIL** I'll be able to use my ***Tail Swipe*** which will damage any bad guy in front of me. When the red hits **STOMP**, I'll be able to use my ***Thunder Stomp*** attack which will clear the screen of enemies faster than you can say Tyrannosaurus!

The Pick Ups

Along my merry way are different icons (symbols, that is) which I can walk over and pick up. You'll know when I've got them because they won't be there any more. These things come in all shapes and sizes.

Brain Grain™—These things give me power: add juice to my caboose. Each one I get adds a little bit to my Status Bar (the thing which appears when you press pause and down). When my power reaches the level indicated I get to use my mean Tail Swipe. And when it goes even higher, I'll be able to use my Thunder Stomp attack which aces all the enemies on screen.

Brain Drain: These pick-ups do what you probably thought they would—that is, drain my precious life energy. Watch out for them. You'll be glad you missed them.

Bones and Hamhocks: Food for the hungry. Picking these up will add life to my life meter.

Dinosaur Eggs: Pick up as many eggs as you can for extra points! Don't let them sit around, though, they're liable to hatch and walk (or fly) away!

Dinosaur Buddies: You'll also see symbols around which portray my buddies Elsa, Woog, Dweeb and Vorb. Pick these up to gain a chance to call on them for help. *I'm getting to that, RELAX!*

A Little Help From My Friends

Like I have just explained, picking up the icons picturing my friends Elsa, Woog, Dweeb and Vorb will enable you (and me) to call on them for help.

Each icon you get only allows you one chance to call them. So, don't cry wolf and waste them!

To call on a friend, press the SELECT button. Choose a friend by highlighting his or her name and pressing SELECT again. You'll know which ones you can call on because listed next to each name are numbers which tell you how many of their icons you've collected.

Next thing you know, one of the gang will be there to help you. Now each of my friends has a different ability. Here's what they can do:

WOOG: Knocks down blocks which bar the way or lead to areas with bonus pick-ups!

DWEEB: Runs ahead of Rex walloping anyone who gets in the way.

ELSA: Swoops down from the sky and carries Rex off away to secret bonus areas!

VORB: Flys by and provides Rex with a Brain Grain™ pick-up. Call on him when you need that extra boost.

Hints and Tips

Here are some trade secrets to help me along in your journey to rescue the kids.

1. Use the RUN button a lot. Many jumps can only be accomplished with a ***Running Jump.***
2. Watch out for the trains in the subway. ***One hit and I'm Tyrannosaurus toast!***
3. If you are playing for points, conserve my chances to call on my friends. Extra chances left over at a level's end will translate into Big Bonus Points!
4. There may be more than one exit in a level, so look high and low.
5. In the Final Battle vs. ScrewEyes you must use his own power against him in order to defeat him... once and for all!

Good Luck!

Rex

Rex

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